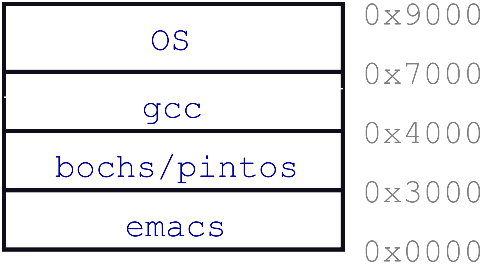
Want processes to co-exist



OS

gcc

bochs/pintos

emacs

0x9000

0x7000

0x4000

0x3000

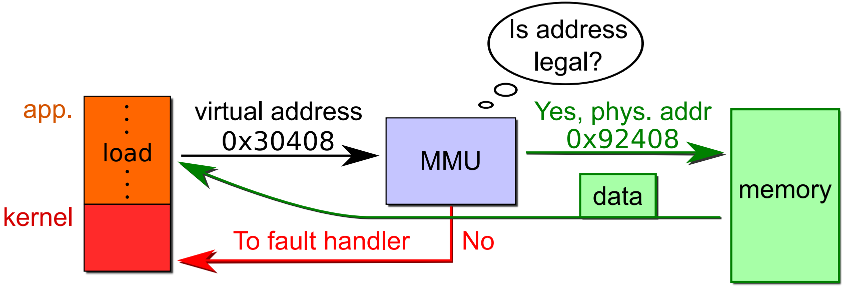
0x0000

- **Consider multiprogramming on physical memory**
    - What happens if emacs needs to expand?
    - If emacs needs more memory than is on the machine??
    - If emacs has an error and writes to address 0x7100?
    - When does gcc have to know it will run at 0x4000?
    - What if emacs isn't using its memory?

Issues in sharing physical memory

- **Protection**
  - A bug in one process can corrupt memory in another
  - Must somehow prevent process *A* from trashing *B*'s memory
  - Also prevent *A* from even observing *B*'s memory (ssh-agent)
- **Transparency**
  - A process shouldn't require particular physical memory bits
  - Yes processes often require large amounts of contiguous memory (for stack, large data structures, etc.)
- **Resource exhaustion**
  - Programmers typically assume machine has "enough" memory
  - Sum of sizes of all processes often greater than physical memory

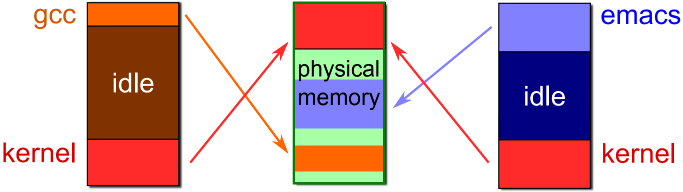
Virtual memory goals



- **Give each program its own “virtual” address space**
  - At run time, Memory-Management Unit relocates each load, store to actual memory… App doesn’t see physical memory
- **Also enforce protection**
  - Prevent one app from messing with another’s memory
- **And allow programs to see more memory than exists**
  - Somehow relocate some memory accesses to disk

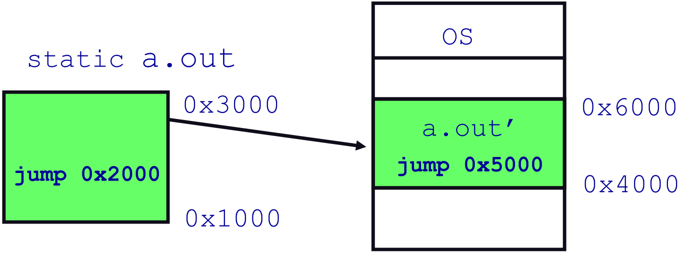
Virtual memory advantages

- **Can re-locate program while running**
  - Run partially in memory, partially on disk
- **Most of a process's memory may be idle (80/20 rule).**



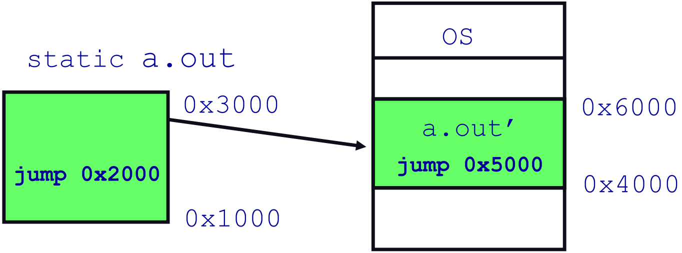
  - Write idle parts to disk until needed
  - Let other processes use memory of idle part
  - Like CPU virtualization: when process not using CPU, switch (Not using a memory region? switch it to another process)
- **Challenge: VM = extra layer, could be slow**

Idea 1: load-time linking



- *Linker* **patches addresses of symbols like** `printf`
- **Idea: link when process executed, not at compile time**
  - Determine where process will reside in memory
  - Adjust all references within program (using addition)
- **Problems?**

Idea 1: load-time linking



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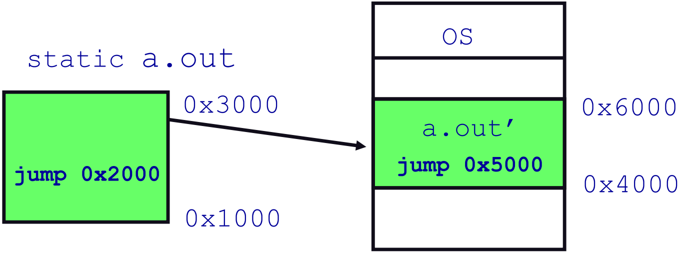
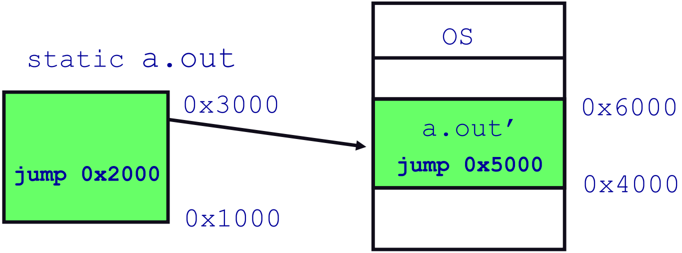
- **Idea: link when process executed, not at compile time**
  - Determine where process will reside in memory
  - Adjust all references within program (using addition)
- **Problems?**
  - How to enforce protection
  - How to move once already in memory (Consider: data pointers)
  - What if no contiguous free region fits program?

Idea 2: base + bound register



- **Two special privileged registers: base and bound**
- **On each load/store:**
  - Physical address = virtual address + base
  - Check $0 \leq$ virtual address $<$ bound, else trap to kernel
- **How to move process in memory?**
- **What happens on context switch?**

Idea 2: base + bound register



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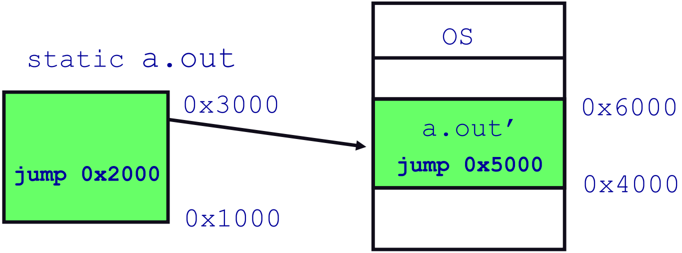

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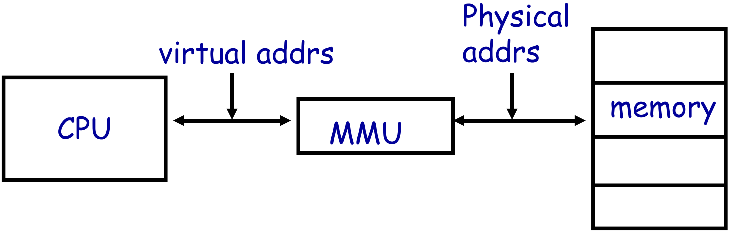
  - Physical address = virtual address + base
  - Check 0 ≤ virtual address < bound, else trap to kernel
- **How to move process in memory?**
  - Change base register
- **What happens on context switch?**
  - OS must re-load base and bound register

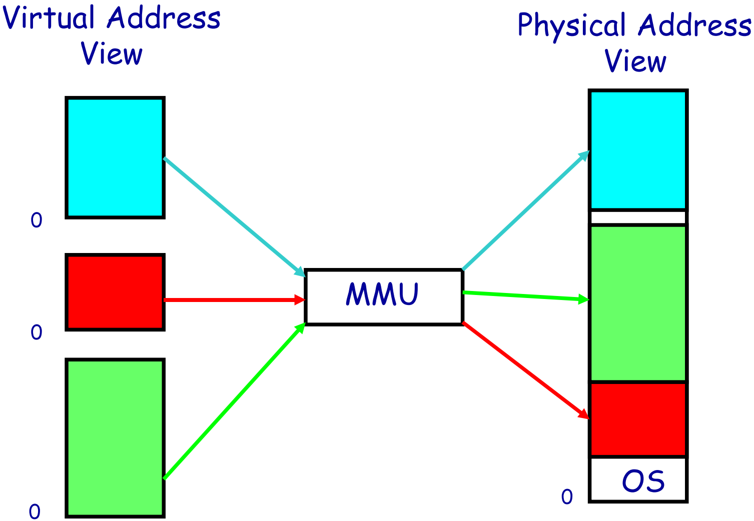
Definitions

- **Programs load/store to virtual (or logical) addresses**
- **Actual memory uses physical (or real) addresses**
- **VM Hardware is Memory Management Unit (MMU)**



  - Usually part of CPU
  - Accessed w. privileged instructions (e.g., load bound reg)
  - Translates from virtual to physical addresses
  - Gives per-process view of memory called address space

Address space

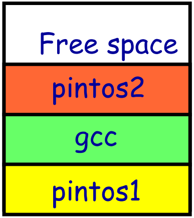


Base+bound trade-offs

- **Advantages**
  - Cheap in terms of hardware: only two registers
  - Cheap in terms of cycles: do add and compare in parallel
  - Examples: Cray-1 used this scheme
- **Disadvantages**

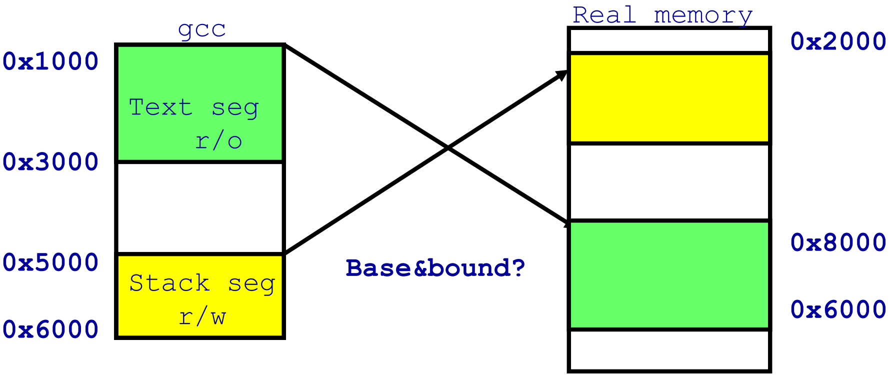
Base+bound trade-offs

- **Advantages**
  - Cheap in terms of hardware: only two registers
  - Cheap in terms of cycles: do add and compare in parallel
  - Examples: Cray-1 used this scheme
- **Disadvantages**
  - Growing a process is expensive or impossible
  - No way to share code or data (E.g., two copies of bochs)



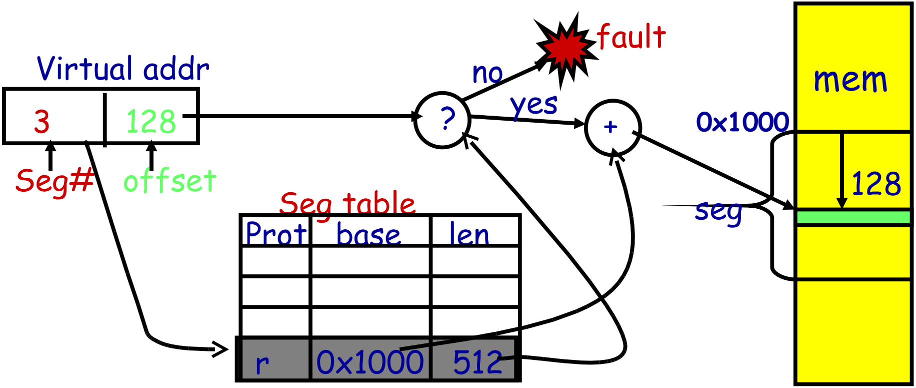
- **One solution: Multiple segments**
  - E.g., separate code, stack, data segments
  - Possibly multiple data segments

Segmentation



- **Let processes have many base/bound regs**
  - Address space built from many segments
  - Can share/protect memory at segment granularity
- **Must specify segment as part of virtual address**

Segmentation mechanics

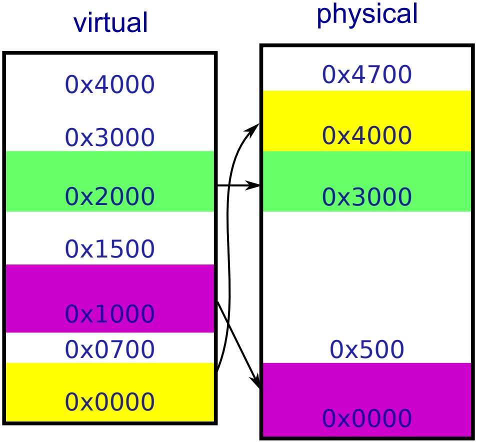


Prot	base	len
r	0x1000	512

- **Each process has a segment table**
- **Each VA indicates a segment and offset:**
  - Top bits of addr select segment, low bits select offset (PDP-10)
  - Or segment selected by instruction or operand (means you need wider “far” pointers to specify segment)

Segmentation example

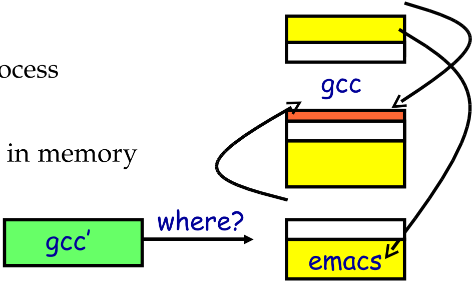
Seg	base	bounds	rw
0	0x4000	0x6ff	10
1	0x0000	0x4ff	11
2	0x3000	0xfff	11
3			00



- **2-bit segment number (1st digit), 12 bit offset (last 3)**
  - Where is 0x0240? 0x1108? 0x265c? 0x3002? 0x1600?

Segmentation trade-offs

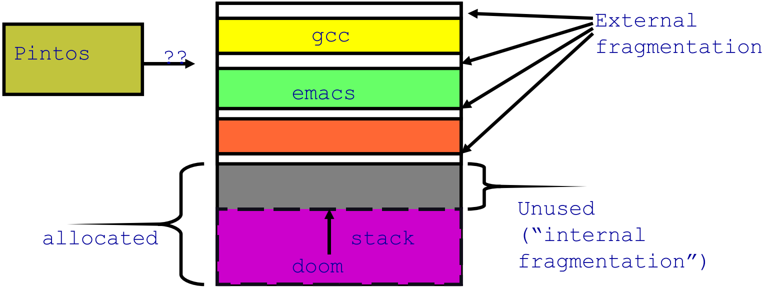
- **Advantages**
  - Multiple segments per process
  - Allows sharing! (how?)
  - Don't need entire process in memory



- **Disadvantages**
  - Requires translation hardware, which could limit performance
  - Segments not completely transparent to program (e.g., default segment faster or uses shorter instruction)
  - *n* byte segment needs *n contiguous* bytes of physical memory
  - Makes *fragmentation* a real problem.

Fragmentation

- **Fragmentation ⟹ Inability to use free memory**
- **Over time:**
  - Variable-sized pieces = many small holes (external fragmentation)
  - Fixed-sized pieces = no external holes, but force internal waste (internal fragmentation)



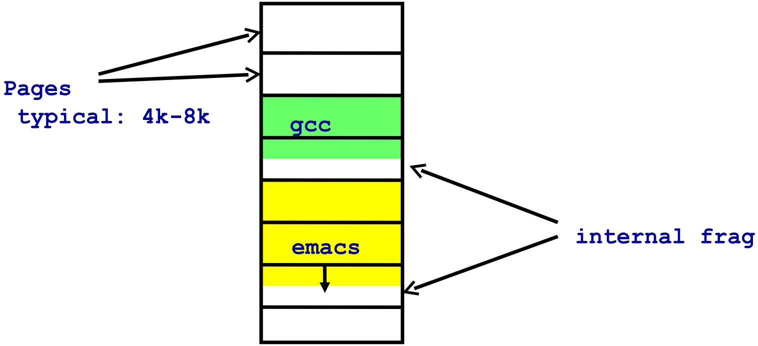
Alternatives to hardware MMU

- **Language-level protection (Java)**
  - Single address space for different modules
  - Language enforces isolation
  - Singularity OS does this [Hunt]
- **Software fault isolation**
  - Instrument compiler output
  - Checks before every store operation prevents modules from trashing each other
  - Google Native Client does this with only about 5% slowdown [Yee]

Paging

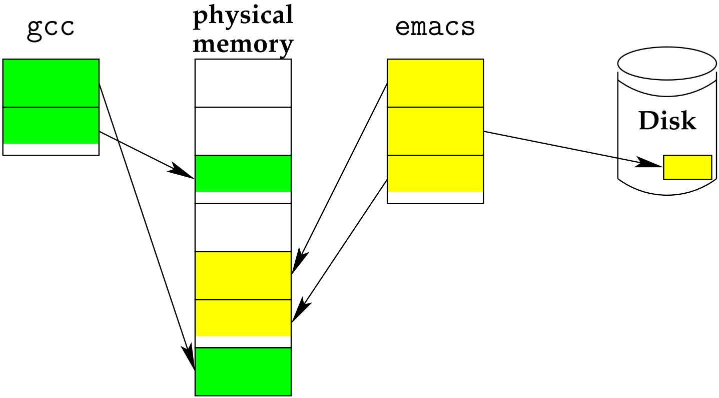
- **Divide memory up into small *pages***
- **Map virtual pages to physical pages**
  - Each process has separate mapping
- **Allow OS to gain control on certain operations**
  - Read-only pages trap to OS on write
  - Invalid pages trap to OS on read or write
  - OS can change mapping and resume application
- **Other features sometimes found:**
  - Hardware can set "accessed" and "dirty" bits
  - Control page execute permission separately from read/write
  - Control caching or memory consistency of page

Paging trade-offs



- **Eliminates external fragmentation**
- **Simplifies allocation, free, and backing storage (swap)**
- **Average internal fragmentation of .5 pages per "segment"**

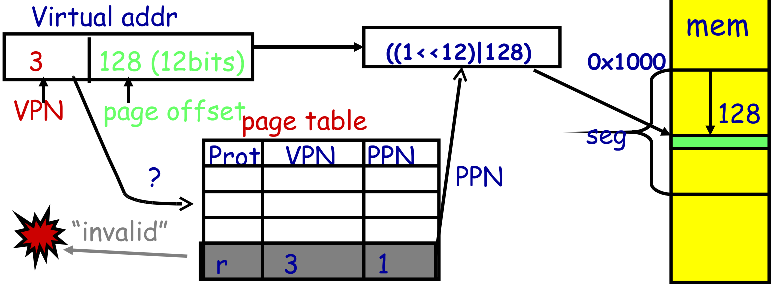
Simplified allocation



- **Allocate any physical page to any process**
- **Can store idle virtual pages on disk**

Paging data structures

- **Pages are fixed size, e.g., 4K**
  - Least significant 12 ($\log_2$ 4K) bits of address are *page offset*
  - Most significant bits are *page number*
- **Each process has a *page table***
  - Maps *virtual page numbers* (VPNs) to *physical page numbers* (PPNs)
  - Also includes bits for protection, validity, etc.
- **On memory access: Translate VPN to PPN, then add offset**



Prot	VPN	PPN
r	3	1

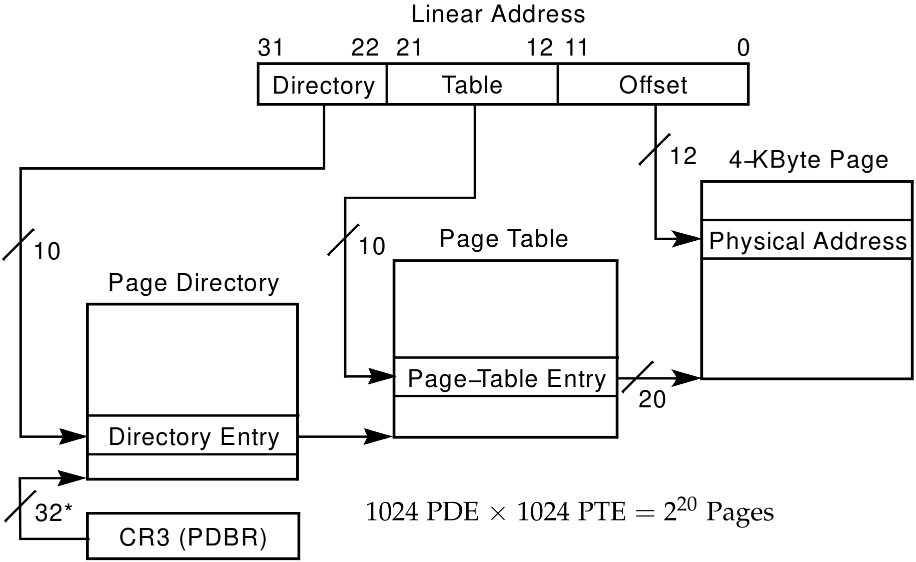
Example: Paging on PDP-11

- **64K virtual memory, 8K pages**
  - Separate address space for instructions & data
  - I.e., can't read your own instructions with a load
- **Entire page table stored in registers**
  - 8 Instruction page translation registers
  - 8 Data page translations
- **Swap 16 machine registers on each context switch**

x86 Paging

- **Paging enabled by bits in a control register (`%cr0`)**
  - Only privileged OS code can manipulate control registers
- **Normally 4KB pages**
- `%cr3`**: points to 4KB page directory**
- **Page directory: 1024 PDEs (page directory entries)**
  - Each contains physical address of a page table
- **Page table: 1024 PTEs (page table entries)**
  - Each contains physical address of virtual 4K page
  - Page table covers 4 MB of Virtual mem
- **See intel manual for detailed explanation**
  - Volume 2 of AMD64 Architecture docs
  - Volume 3A of Intel Pentium Manual

x86 page translation

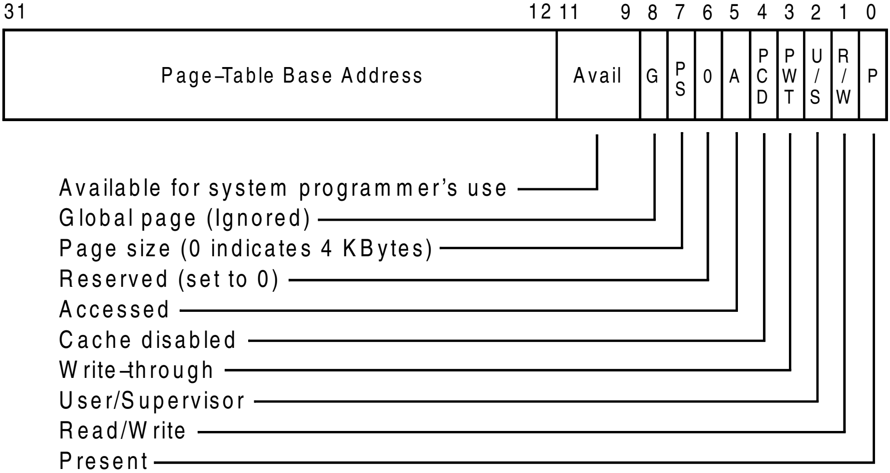


1024 PDE × 1024 PTE $= 2^{20}$ Pages

*32 bits aligned onto a 4–KByte boundary

x86 page directory entry

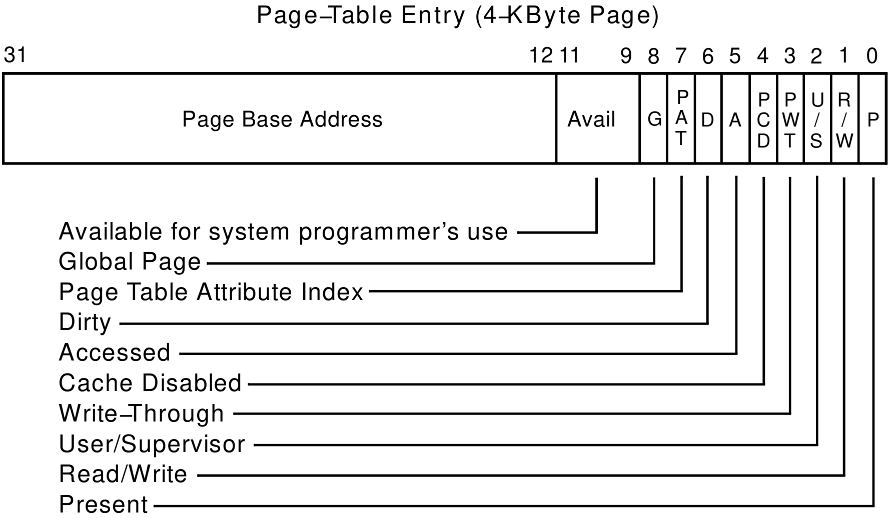
Page–Directory Entry (4–KByte Page Table)



31 … 12	11 … 9	8	7	6	5	4	3	2	1	0
Page–Table Base Address	Avail	G	PS	0	A	PCD	PWT	U/S	R/W	P

- Avail: Available for system programmer's use
- G: Global page (Ignored)
- PS: Page size (0 indicates 4 KBytes)
- 0: Reserved (set to 0)
- A: Accessed
- PCD: Cache disabled
- PWT: Write–through
- U/S: User/Supervisor
- R/W: Read/Write
- P: Present

x86 page table entry



Page–Table Entry (4–KByte Page)

31 12	11 9	8	7	6	5	4	3	2	1	0
Page Base Address	Avail	G	P A T	D	A	P C D	P W T	U / S	R / W	P

Available for system programmer's use
Global Page
Page Table Attribute Index
Dirty
Accessed
Cache Disabled
Write–Through
User/Supervisor
Read/Write
Present

x86 hardware segmentation

- **x86 architecture *also* supports segmentation**
  - Segment register base + pointer val = *linear address*
  - Page translation happens on linear addresses
- **Two levels of protection and translation check**
  - Segmentation model has four privilege levels (CPL 0–3)
  - Paging only two, so 0–2 = kernel, 3 = user
- **Why do you want *both* paging and segmentation?**

x86 hardware segmentation

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- **Two levels of protection and translation check**
  - Segmentation model has four privilege levels (CPL 0–3)
  - Paging only two, so 0–2 = kernel, 3 = user
- **Why do you want *both* paging and segmentation?**
- **Short answer: You don't – just adds overhead**
  - Most OSes use "flat mode" – set base = 0, bounds = 0xffffffff in all segment registers, then forget about it
  - x86-64 architecture removes much segmentation support
- **Long answer: Has some fringe/incidental uses**
  - VMware runs guest OS in CPL 1 to trap stack faults
  - OpenBSD used CS limit for W$\wedge$X when no PTE NX bit

Making paging fast

- **x86 PTs require 3 memory references per load/store**
  - Look up page table address in page directory
  - Look up PPN in page table
  - Actually access physical page corresponding to virtual address
- **For speed, CPU caches recently used translations**
  - Called a *translation lookaside buffer* or TLB
  - Typical: 64-2K entries, 4-way to fully associative, 95% hit rate
  - Each TLB entry maps a VPN → PPN + protection information
- **On each memory reference**
  - Check TLB, if entry present get physical address fast
  - If not, walk page tables, insert in TLB for next time
    (Must evict some entry)

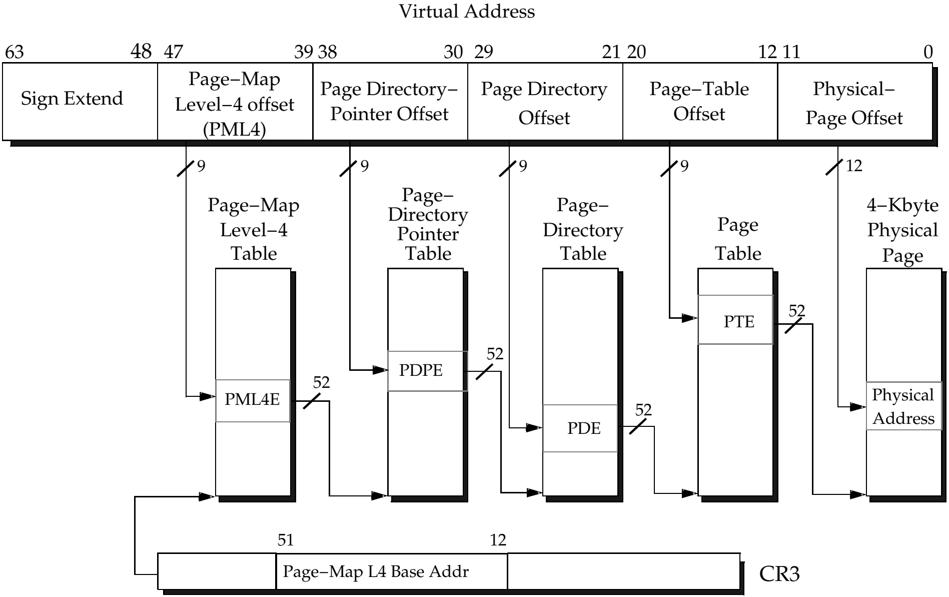
TLB details

- **TLB operates at CPU pipeline speed $\Longrightarrow$ small, fast**
- **Complication: what to do when switch address space?**
  - Flush TLB on context switch (e.g., old x86)
  - Tag each entry with associated process's ID (e.g., MIPS)
- **In general, OS must manually keep TLB valid**
- **E.g., x86 *invlpg* instruction**
  - Invalidates a page translation in TLB
  - Must execute after changing a possibly used page table entry
  - Otherwise, hardware will miss page table change
- **More Complex on a multiprocessor (TLB shootdown)**

x86 Paging Extensions

- **PSE: Page size extensions**
  - Setting bit 7 in PDE makes a 4MB translation (no PT)
- **PAE Page address extensions**
  - Newer 64-bit PTE format allows 36 bits of physical address
  - Page tables, directories have only 512 entries
  - Use 4-entry Page-Directory-Pointer Table to regain 2 lost bits
  - PDE bit 7 allows 2MB translation
- **Long mode PAE**
  - In Long mode, pointers are 64-bits
  - Extends PAE to map 48 bits of virtual address (next slide)
  - Why are aren't all 64 bits of VA usable?

x86 long mode paging



Where does the OS live?

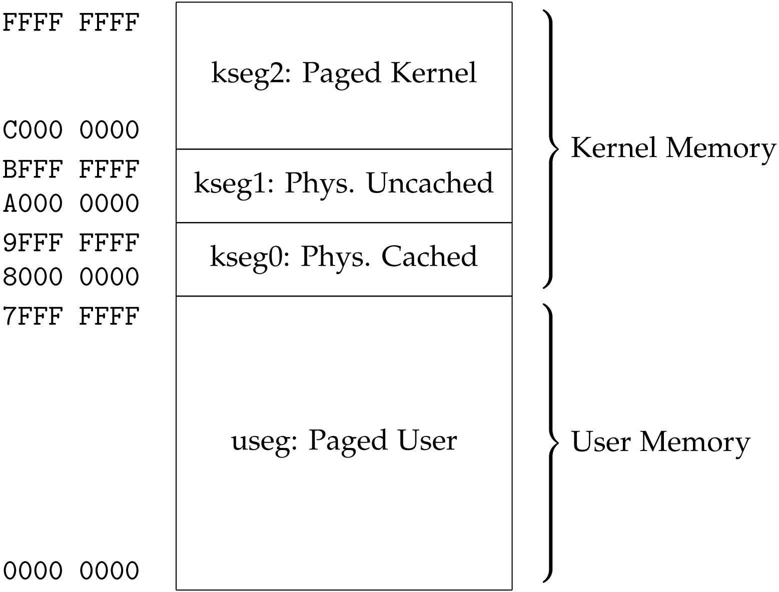
- **In its own address space?**
  - Can’t do this on most hardware (e.g., syscall instruction won’t switch address spaces)
  - Also would make it harder to parse syscall arguments passed as pointers
- **So in the same address space as process**
  - Use protection bits to prohibit user code from writing kernel
- **Typically all kernel text, most data at same VA in every address space**
  - On x86, must manually set up page tables for this
  - Usually just map kernel in contiguous virtual memory when boot loader puts kernel into contiguous physical memory
  - Some hardware puts physical memory (kernel-only) somewhere in virtual address space

Very different MMU: MIPS

- **Hardware has 64-entry TLB**
  - References to addresses not in TLB trap to kernel
- **Each TLB entry has the following fields:**

  Virtual page, Pid, Page frame, NC, D, V, Global
- **Kernel itself unpaged**
  - All of physical memory contiguously mapped in high VM
  - Kernel uses these pseudo-physical addresses
- **User TLB fault hander very efficient**
  - Two hardware registers reserved for it
  - utlb miss handler can itself fault—allow paged page tables
- **OS is free to choose page table format!**

MIPS Memory Layout



Paging in day-to-day use

- **Paging Examples**
  - Demand paging
  - Growing the stack
  - BSS page allocation
  - Shared text
  - Shared libraries
  - Shared memory
  - Copy-on-write (`fork`, `mmap`, etc.)
- **Next time: detailed discussion on MIPS**